Computer Science KS3 Learning Journey

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9.1: Impact of ICT:
Evolving technology; Impacts – environmental, privacy, cultural, ethical, legal; Cloud computing

9.2 Image Editing:
Bitmaps; Pixels; Vector graphics; Layers; Editing tools

9.3 Cybersecurity:
You and your data; social engineering; Scripts, Bots, Threats

9.4 Spreadsheets:
More advanced functions and formulae; Formatting; What if modelling; Vlookup; Macros

9.5 AI
Rights, safety and well-being; Daily impact; Limitations; Generative AI; Chatbots; Safety protocols

Python :
Binary, logic, AND OR NOT, lists; Selection; Iteration; Sequence; Arrays

Assessment

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8.6 Animation & Video editing:
File type;
Frame rate;
Transition

8.5 Data Representation
Binary numbers; Data storage; Hex and binary addition; Storing text & images; Compression

Assessment

8.4 Websites:
HTML – Notepad; Language; Tags; Key commands; Hypertext
Web authoring - planning; design; creation; development; testing

8.1 Database:
Setting up a database; Relationships; Data types; Queries; Forms; Data entry; Simple reports; Mail merge

8.2 Logical Thinking:
Problem solving with flowcharts; Sorting algorithms; Debugging; Code cracking; Logic gates

8.3 Networks
Hardware; Addresses & protocols; Packets; Routing; Performance; Privacy

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7.6: Introduction to text based programming:
(Turtle, Kodu, Python)

7.5 Introduction to programming :
Sequence-Block based programming

Assessmment

7.4 Cryptology & Flowol:
Flowcharts; Cryptology; Barcodes; E-commerce

7.1 Introduction:
Passwords ; Logon; Email; Bromcom; Shortcuts; Printing; Hardware; Software; Programming concepts.

7.2 Online safety:
Cyberbullying; Social media; Netiquette; Passwords; Digital footprint; Online privacy; Reporting concerns.

7.3 Spreadsheets:
Basic functions and formulas; IF statements; Representing data; Formatting

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